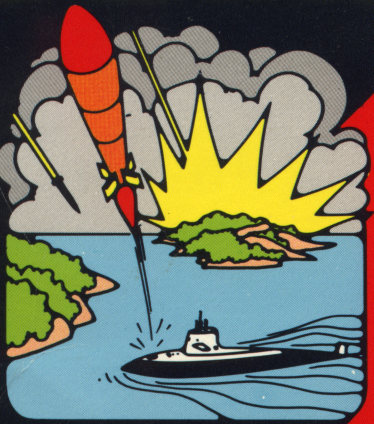
POLARIS™



CAT. NO.
26-3065

Radio Shack TRS-80 COLOR COMPUTER™

Polaris™

Radio Shack®

A DIVISION OF TANDY CORPORATION
FORT WORTH, TEXAS 76102

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Polaris™

(For All Color Computers)

Protect your islands by destroying as many enemy missiles as possible! Score points for every enemy missile you destroy, every island you save, and every missile you have left! An exciting one or two player game for the whole family.

Loading Instructions

Make sure the joysticks are properly connected to the computer. The right joystick is for one player. The second player will use the left joystick. Turn on the TV and turn the volume up slightly. Insert the Polaris cartridge in the slot on the right side of the computer. Then turn on the computer.

Introduction

The object of Polaris is to get the highest possible score by eliminating as many missiles as you can before they wipe out your islands. Your efforts to destroy the missiles will always be thwarted because they will continually rain down their shower of terror, increasing in speed and numbers at each new level of play. If you are accurate, you will be rewarded by additional islands, a score multiplier, and higher scores.

Using the Joystick

Polaris requires the use of a joystick. The crosshairs on the screen (in the form of a " + ") indicate where your missile will explode. Move the joystick to the left to make your sights move to the left on the screen. Move the joystick to the right to move your sights to the right. Pushing the joystick forward will move your sights up (towards the top of the TV screen). Pull back on the stick to move your sights down on the screen.

Starting the Game

After inserting the Polaris cartridge into your TRS-80 Color Computer, the screen will show:

TRS-80 COLOR COMPUTER
PRESENTS
POLARIS
1 OR 2 PLAYERS?

Playing the Game

To begin play, press [1] or [2] to select the number of players. The right joystick is used for the first player (or if there is only one player). The second player uses the left joystick. An arrow at the top of the screen will point to the current player's score to indicate the turn. The first player's score will appear in the top left corner of the screen. The second player's score will be in the top right corner.

Game Operation

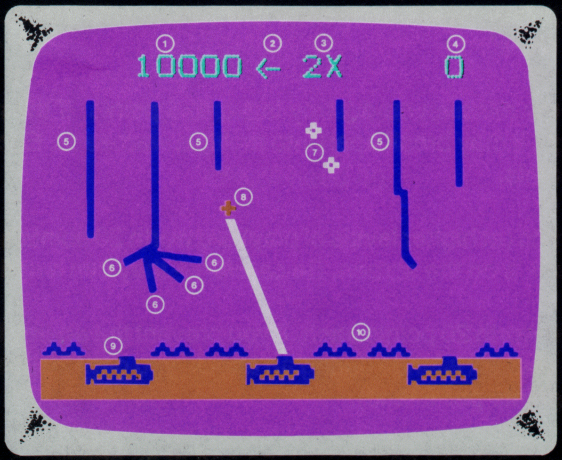
The enemy missiles will begin to appear, mercilessly dropping, in a constant barrage upon your six islands. Some are multiple war-head missiles, breaking apart at lower levels, to cause multiple explosions. At different levels, the screen will change colors, to make the enemy more difficult to see. At more difficult levels, smart bombs are used, which can avoid your defending missiles.

Luckily, you have three strategically located submarines, each containing 9 missiles for a total of 27 missiles. You position your sights and fire a missile to intercept enemy missiles. Aim for where they are going to be — not where they are now. You want your missile to explode just as the enemy missile arrives at the target area.

You may choose which Sub will fire the missile by pressing Z, X, or C to fire from Sub 1, 2, or 3. (,, ., or / may also be used to fire from Sub 1, 2, or 3.) Two players will find it easier to fire missiles if each chooses a separate set of firing keys. (For example, Player One uses Z, X, and C to fire; Player Two uses ,, ., and / to fire.) If you use all the missiles from one Sub, you must switch to another Sub that still has missiles left.

Scoring Points

The screen diagram shows the scoring and appearance of each factor that makes up your scoring ability.



#1 Player fire missiles from submarines #:

1	2	3
Z	X	C

or

< ,	> .	? /

1. Player #1 score
2. Player's turn indicator
3. Point multiplier
4. Player #2 score
5. Enemy missiles (5 pts. each)
6. Enemy multiple warhead missile (5 pts. each)
7. Enemy smart bombs (20 pts. each)
8. Your sights (move with joystick)
9. Your missiles, 1 pt. each (9 missiles per submarine)
10. Your islands (20 pts. each)

#2 Player fire missiles from submarines #:

1	2	3
< ,	> .	? /

or

Z	X	C

Your score will be determined by the following factors:

1. The level of play. At the top of the screen, you will see 1X to start. As the game progresses, this will change to show 2X, then 3X, etc. This is the point multiplier, which increases the points you score by the point multiplier show.

2. Each enemy missile you destroy is worth 5 points. If the missile drops low enough, it may break apart into multiple warheads. Each warhead is worth 5 points.

3. Smart bombs (at higher levels of play) are worth 20 points apiece. These appear as + 's on the screen. Be careful — they can avoid your attack.

4. Islands are worth 20 points each. If you prevent the enemy from destroying any of your six islands during an attack, you get 120 points (6 islands times 20 points per island).

5. The missiles that you have left at the end of an attack are worth 1 point each. Try to make every shot count.

6. When you accumulate 2,000 points, you get a bonus replacement island (in case one of your six islands is destroyed). This bonus island will replace one of your islands that has been wiped out. If all six original islands are still intact, the bonus island will be in reserve till you need it. You do not get points for a bonus island until it replaces a bombed island.

Starting Over

After you have gone down to total defeat or surrendered (by pressing (R), the opening screen will appear again. To play again, press (1) or (2) to select the number of players. The enemy will re-group and the battle will begin again.

G O O D L U C K

(You'll need it!)

Special Note for Advanced Players

At the very advanced levels of play, enemy missiles fall at a high rate of speed in ever increasing numbers. You must try to take out as many enemy missiles as possible with each shot. If you explode a missile near the edge of the screen, the explosion will "wrap around" and part of the explosion will appear on the other side of the screen. This can be used effectively when missiles are near opposite edges of the screen. Use one of your missiles to destroy both enemy missiles and conserve your defenses.

During an attack round, you may use one of your missiles to explode your score or your opponent's score, which can severely rattle your opponent. The scores will be restored at the start of the next round, but the psychological effect can be devastating if your opponent is unprepared for this type of mental assault. Blowing up the scores will not earn you points and it will cost you the missiles required to do the job. Only you can decide on the worth of this maneuver.

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